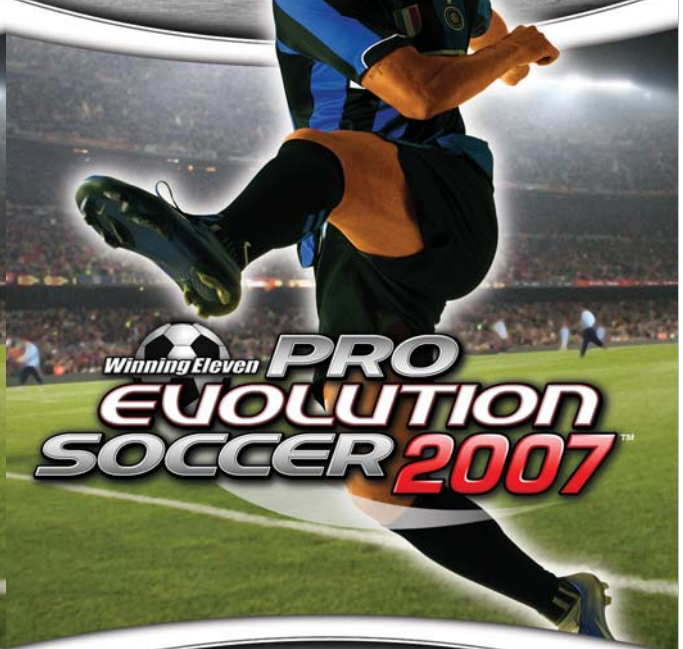




For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Spanish language manual available on line @ www.konami.com

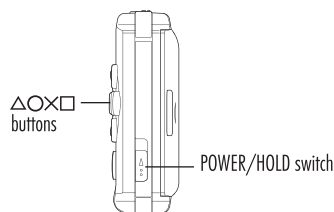
Instrucciones en Español esta en línea — www.konami.com

Thank you for purchasing Winning Eleven: Pro Evolution Soccer 2007 from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later.

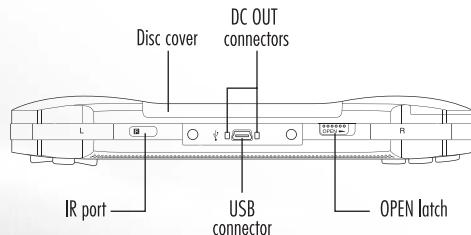
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Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Winning Eleven: Pro Evolution Soccer 2007** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **ⓧ** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

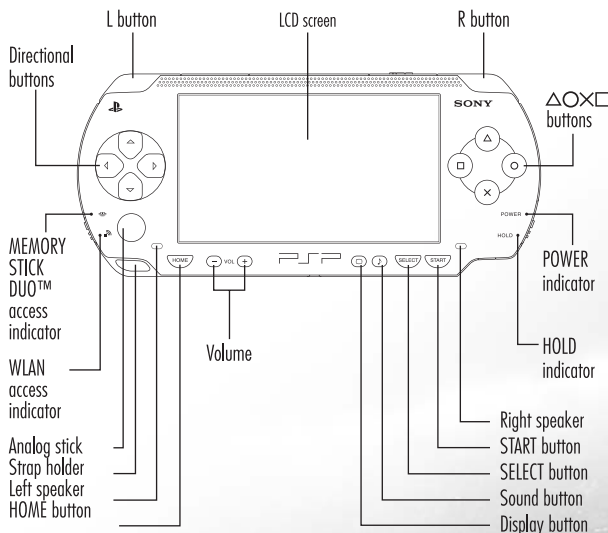
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration



NOTE ABOUT FIRST TIME START-UP

If no Memory Stick Duo™ is inserted or if there is no **Winning Eleven: Pro Evolution Soccer 2007** save data on the Memory Stick Duo™, the language selection screen will be displayed at game start-up. The languages listed are those installed on the system. If the current system language is included in the list of languages, it will be highlighted. Please confirm the language setting before starting the game. Once the save data has been saved on the Memory Stick Duo™, the language selection screen will no longer be displayed at the game start-up.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

GAMESHARING

Some software titles feature Game Sharing functions that enable the user to share specific game features with other users who do not have a PSP® system game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC.

For further information and setting up details, please refer to the PSP® system Instruction Manual.

GETTING STARTED

Creating an Option File

If this is the first time you have played **Winning Eleven: Pro Evolution Soccer 2007**, you will first need to create an Option File. This stores important user data such as button configurations, screen settings, and much more. If no Options File exists then your personal settings and data cannot be saved. When you load the game for the first time, select “Save” from the menu that appears, and then enter a user name. Your Option File will then be created, and will be loaded automatically in future.

Mode Select Screen

The Mode Select screen provides access to **Winning Eleven: Pro Evolution Soccer 2007's** competitions, options and features. Use the directional buttons or left analog stick to highlight the required option, and then press **X** to make your selection.

OPTIONS

As well as offering many useful functions, the Options menu also provides access to the WE-Shop, where you can spend “WEN” points acquired during play to purchase unlockable features.

WE-Museum: Visit the Museum to watch saved replays, view your trophy cabinet, watch the credits and study saved Memorial Match data.

WE-Shop: Pay a trip to the WE-Shop to spend “WEN” points on a wide range of bonus features. You only receive “WEN” points on the first occasion that you win a particular competition, though, so be sure to spend them wisely!

Button Configuration: Use this menu to tailor controller settings to suit your personal preferences. Highlight an action with the directional buttons and then perform the desired swap with **X**. Use **○** to switch between controls for attack and defense. You can also press **□** to load saved Button Configuration settings from the Option File.

Sound Settings: You can adjust music and sound effect options here.

SAVING DATA

FILE	SPACE REQUIRED	USED FOR
Options File	1208KB or more	Options, match settings, edit data, Memorial Match data
Master League Data	772KB or more	League and player data
Master League My Team Data	82KB or more	Players and abilities
League Data	415KB or more	League progress and settings
Cup Data	414KB or more	Cup progress and settings
Formation Data	74KB or more	Formation settings
Replay Data	348KB or more	Replay files saved during matches

On the main menu screen in each game mode, selecting “Save” will take you to the Save Data Screen. Select where you want to save your data, and then press **X** to confirm your selection. Pressing **○** at the Save Data Screen will bring up the Delete Saved Data Screen, which you can use to delete any unwanted **Winning Eleven: Pro Evolution Soccer 2007** files.

Using the Help Function

When the SELECT icon appears at the bottom of the screen, you can press that button to call up the Help Menu to view helpful advice at any time.

GAME CONTROLS

Basic Attacking Controls		Basic Defense Controls	
L	Switch between players	L	Switch between players
R	Dash	R	Dash
Directional buttons	Player movement, dribbling	Directional buttons	Player movement
△	Through ball	△ (hold down)	Goalie
○	Cross/long pass	○	Sliding tackle
⊗	Short pass	⊗ (hold down)	Tackle/apply pressure
□	Shoot	□ (hold down)	Clearance/close down
Right analog stick	Special controls		

Dribbling & Trapping

Dribbling: Use the directional buttons to move when the ball is at your player's feet.

Dash Dribble: Press **R** while dribbling to sprint.

Extend Time Between Ball Touches: While holding **R** to sprint with the ball at your player's feet, rapidly press the directional buttons two or three times between touches to knock the ball further ahead. You can also achieve the same effect by repeatedly tapping **R**.

Greater Distance Between Ball Touches: While running with the ball with **R** depressed, press the directional buttons 45° to either side of the current direction of movement.

Sidestep: To move at right angles to the current direction of movement press the directional buttons 90° in either direction.

Stop the Ball: Release the directional buttons and press **R** to stop the ball's movement while dribbling.

Shield the Ball: When the player has stopped with the ball at his feet, press the directional button away from the direction that your player is facing.

Control Ball: When receiving a pass, press the directional button to control the ball.

Stop the Ball: When receiving a pass, press the directional button to stop the ball and face the specified direction.

Stop the Ball & Turn to Face Goal: When receiving a pass, release the directional button to turn to face the opponent's goal while trapping the ball.

Run Onto Pass: To instruct a player to turn and run onto an incoming pass without making an initial touch, hold **R** and press the directional button in the direction that the ball is moving.

Passing

Use the directional buttons to specify the direction a pass should be played in.

Short Pass/Head Ball: Press **⊗** to make a short pass along the ground or head the ball. Hold **⊗** for longer to pass to a more distant player.

Back Heel: Quickly push the directional button away from the player's current direction of movement and then press **⊗**.

First-Time Pass: Press **⊗** before your player traps the ball.

Long Pass: Press **○**. The distance of the pass depends on the length of time that **○** is held.

First-Time Long Pass: Press **○** before your player traps the ball.

Through Ball: Press **△**. Holding **△** button down for longer will direct the pass to a more distant player.

First-Time Through Ball: Press **△** before your player traps the ball.

Lofted Through Ball: Hold **L** and press **△**.

One-Two Pass: Hold down **L** and press **⊗** to make a short pass, and then press **△** before your teammate receives the ball to execute a return pass.

One-Two Pass with Lofted Return Ball: Hold down **L** and press **⊗** to make a short pass, then press **○** before your teammate receives the ball to execute a chipped return pass.

Game Controls

Manual Long Pass: Hold down **L** and push the analog stick in the desired direction to execute the long pass.

Crossing

High Cross: From deep in your opponent's half, press **○**.

Low Cross: From deep inside your opponent's half, press **○** twice.

Cross Along the Ground: From deep inside your opponent's half, press **○** three times to send in a low cross along the ground.

Early Cross: Hold **L** and press **○** to cross the ball from any position in your opponent's half.

Shooting

Notes on shooting: Press **□** to build up the power gauge. Release **□** when the power gauge reaches the desired level, and your player will send a shot towards the goal. The length of the power gauge determines the power and height of your shot. Use the directional buttons to specify the required direction as the shot is made.

Shoot: Press **□**.

First-Time Shot/Head Ball: Press **□** just before the ball reaches your player to make a first-time shot or header on goal.

Chip Shot: Hold **L** and press **□**.

Chip Shot Type 2: For a lob with a lower trajectory, press **□** and then press **R** when the power gauge appears.

BASIC ATTACKING CONTROLS

Tricks & Skills

Knock Ball Forwards: When a player is stationary with the ball at his feet, press **L** and **R** simultaneously to push the ball forwards to make a shot or cross.

Step Over (Long): Press **L** twice, or press the right analog stick twice in the direction of movement.

Game Controls

Stationary Feint: When your player is standing still with the ball at his feet, instruct your player to pretend to move with the ball by pressing **L** twice. You can also achieve this by pressing the right analog stick twice in the direction that the player is facing.

Kick Feint 1: While moving, press the right analog stick at a right angle to the current direction of movement twice.

Kick Feint 2: Press **□** to bring up the shoot gauge, and then press **×**. For best results, press **×** almost immediately.

Kick Feint 3: Press **□**. When the power gauge is displayed, press **×**.

Kick Feint 4: Set up a cross and, just before the ball is kicked, press **×**.

Kick Feint 5: While dribbling the ball, press **L** three times. This move can be performed by a very limited number of players.

Kick Cancel 1: Press **□**, and then press **R** when the power gauge is displayed to cancel the kick. The difference between this and a kick feint is that the player will not perform any kind of kick motion at all.

Kick Cancel 2: Press **○** to call up the power gauge, and then press **R** to cancel the kick.

Kick Cancel 3: Set up a cross, and then press **R** before the player kicks the ball.

Body Feint 1: Quickly press the directional buttons in either diagonal direction immediately to the left or right of the direction of the run.

Drag Back: When the ball is stationary at a player's feet, press the directional button in the opposite direction.

V-Feint: From a stationary position, press the directional button in the direction opposite the player's run, then press the directional button in a 45° diagonal towards the player's strongest foot.

Matthews Trick: With the ball at rest, tap the directional button 90° to the left or right of the direction that the player is facing, then immediately press and hold the opposite direction. Players must have a Dribbling stat of 70 points or more to perform this trick.

Leave Ball: Just before a pass reaches a player, release the directional button and then press and hold **L** to step over the ball and allow it to continue to another player.

Marseilles Turn: Rotate the right analog stick while dribbling. The direction you rotate the right analog stick determines the direction of the turn.

Lift the Ball: Push the right analog stick down and then up to flick the ball up into the air.

Defense

Tackle/Pressure: Press  to attempt a tackle. You can also hold  to instruct your player to automatically close down an opponent and apply pressure. This can be used in conjunction with .

Close Down: Hold  when the opposing team is in possession to have the player closest to the ball (not counting the player you are controlling) close down the player on the ball.

Sliding Tackle: Press .

Clearance: When the ball is deep inside your half, press  to clear the ball.

Rush Goalie: Press  while defending to make the goalkeeper sprint towards the ball.

Goal Kick: Press  or  to kick the ball up the field. Use the directional buttons to aim.

Throw Ball: When your goalie is holding the ball, press  to throw the ball to a teammate. Use the directional buttons to aim.

Drop Ball: When your goalie is holding the ball, press  to instruct him to drop the ball at his feet.

Moving the Goalie: If you activate the "GK Cursor" option on the Player Settings screen, you can hold down  and press  to gain active control of your goalie's movement.

General Controls

Change Player: Press  to switch control to the player closest to the ball.

Control Player When Ball is Airborne: When the ball is in the air, use the directional buttons to position the player to meet it.

Super Cancel: When a player is automatically running after the ball, press  +  to bring the player to a halt, or to regain full control.

Attack/Defense Level: Press  to increase the Attack/Defense gauge level. This instructs your players to push forward. Press  again to reduce the Attack/Defense gauge level.

Set-Pieces & Dead-Ball Situations

Note: For free kicks and corners, hold the relevant button down to increase the power gauge to the required level.

Corners

Regular: Press .

High Cross: Hold down .

Low Cross: Press Directional button up + .

Along the Ground: Directional button down + .

Apply Curl: Directional buttons left or right while the power gauge is onscreen.

Short Corner: Press  to send a short pass to your nearest teammate.

Free Kicks (Passing)

Short Pass: Choose a direction with the directional button and then press .

Regular Long Pass: Press .

High Ball: Hold down .

Low Ball: Directional button up + .

Along the Ground: Directional button down + .

Curl: Directional buttons left or right while the power gauge is displayed.

Through Ball: Press  when taking a free kick to send a ball through the defense. Use the directional buttons to aim the pass.

Free kicks (Shooting)

Regular Shot: Press .

Hard Shot: Directional button up + .

Weak Shot: Directional button down + .

Moderately Hard Shot: Press , and just as the player makes contact, press .

Very Hard Shot: Press  + the directional button up, and then press  when the power gauge is displayed.

Moderately Weak Shot: Press , and then, just as the player makes contact, press .

Very Weak Shot: Press  + the directional button up and then press  when the power gauge is displayed.

Apply Curl: Hold the left or right directional buttons when the power gauge is displayed.

General Free Kick Controls

NEW! Quick Restart: When “Quick Restart” is displayed on the screen after a foul, press  and  simultaneously to restart the game with a simple pass. Use the directional buttons to specify the direction it should be played in before the player kicks the ball.

Changing the Number of Kickers: Press  and  simultaneously to cycle through the following free kick configurations: one kicker (default), two kickers (second kicker: right side), two kickers (second kicker: left side).

Using the Second Kicker: Execute the free kick while holding  to make the second kicker make the shot or cross pass.

Second Kicker Rolls Ball Forward: Hold down  and then press  to make the second kicker roll the ball forward. You can then make a shot or pass from open play with the second kicker.

Alter Kick Direction: This feature enables you to fool opponents by lining up a shot at one side of the goal, only to then shoot at the opposite side. Press the  button and then press  when the power gauge appears to shoot to the left, and  to shoot to the right.

Free Kicks

Wall Control: When the opposing team has a free kick, press and hold the following buttons to control the players in the defensive wall.

All Players Jump: Press .

Players Hold Position: Press .

Players Charge Forward + Jump: Press .

Players Charge Forward: Press  and  together.

Random: No buttons pressed.

Free Kicks: Goalie

Move Goalie Behind Wall: When the opposing team is preparing to take a free kick, press and hold  to instruct your goalie to move behind his defensive wall.

Throw-ins

Short Throw-in: Press  to throw the ball to your nearest teammate in the direction of the throw.

Long Throw-in: Press and hold  to make a longer throw-in in the direction the thrower is facing.

Lead Throw-in: Press  to throw the ball into space ahead of a teammate.

Penalty Kicks

Kicker: Press  and hold the required direction on the directional buttons.

Goalie: Hold the directional buttons to dive.

GAME SETTINGS

Before a match can begin, you need to select your team, your opponents, and tailor various match options to suit your personal preferences.

Player Settings Screen

Use the directional buttons to highlight a configurable option, and then press  to select it. Press the directional buttons left or right to change settings.

1. Player Settings
2. Cursor Speed Settings
3. Goalkeeper Cursor Settings
4. Cursor Display Settings
5. Load All Settings

1. Player Settings

Choose whether you want to play as the home or away team, then select from one of four different game modes:

-  You control all the action on and off the pitch.
-  You control the players on the pitch and the AI takes care of substitutions and tactics.
-  The AI controls the players on the pitch and you act as manager.
-  Cooperative play with AI-controlled players.

2. Cursor Speed Settings

This option sets how frequently the player cursor switches from one player to another:

Semi-Auto: There are eight speeds to choose from — the fewer blue blocks, the less regular cursor changes will be. The user can also switch manually between players.

Manual: The user controls the switching of the cursor. When a pass is made, the cursor will automatically switch to the player receiving the pass.

Semi-Fixed: The cursor will only change when  is pressed.

Fixed: The cursor is fixed on one player and cannot be changed.

3. Goalie Cursor

If this option is set to “ON,” you can take direct control of your goalie’s basic movement while defending by pressing  and  simultaneously.

4. Cursor Display Settings

Use this option to choose how the player cursor appears during matches. “Default” shows the controller number (1 to 8), “User Name” displays the identity registered in the Option File, and “Player Name” shows the name of the individual under your control.

Team Selection/Select Uniform

Team Selection: Pick a team for the upcoming match. If you feel like a challenge, try pressing the [square] button to pick random teams. Select “Load Master League Data” at the Team Selection screen to play with the team you are using in the Master League.

If you select your Master League save file the structure of your team will be preserved, but each player’s abilities will be reset to their default level. To play as your Master League side with player development data intact, enter Master League mode and select the “Save” option. Now select “Save My Team Data” to store your team for use in Exhibition matches.

Select Uniform: Select the uniform that will be worn during the match.

Match Settings

These settings enable you to customize the match options. Press the directional buttons up and down to move from item to item, and left and right to change the settings.

Option	Effect
Difficulty	Select one of five difficulty levels.
Home & Away	Select ON for a two-leg set of home and away matches, or OFF for a single match.
Away Goal	If “Home & Away” is activated, select “YES” if you want the away goals to apply in the event of a draw.
Match Type: EX	Choose whether a match can go into extra time or not, and whether the “golden goal” or “silver goal” rules will apply.
PK	Choose whether you want a penalty shoot-out to settle the match in the event of a draw. If the “silver goal” rule is active, the match will automatically go to penalties.

Formation Settings

Option	Effect
Max. No. of Substitutions	Select the number of substitutes permitted during the match.
Injuries	Select whether players can sustain injuries during a match.
Match Time	Select the length of the match.
Time	Choose from Afternoon, Evening or Random.
Season	Choose from Summer, Winter or Random.
Ball Type	Select the type of ball. You can buy additional balls at the WE-Shop.
Ball Effects	When purchased from the WE-Shop, this option activates a special ball effect during replays.
Lineup Auto Select: Home	The AI automatically selects the starting line-up for the home team.
Lineup Auto Select: Away	The AI automatically selects the starting line-up for the away team.
Condition: Home	You can select the condition of the home team, from "Excellent," "Good," "Normal," "Poor," "Terrible" or "Random."
Condition: Away	You can select the condition of the away team from "Excellent," "Good," "Normal," "Poor," "Terrible" or "Random."

FORMATION SETTINGS

This screen enables you to select your team, pick (and edit) a formation, and adjust dozens of other strategic settings. The tactical flexibility it offers is huge, but don't feel daunted: you can easily bypass its many features for as long as you please.

Formation Settings

Main Menu

Match Start: Start the game.

Simple Settings: Configure your strategy by selecting keywords that best suit what you expect from your team, and the **Winning Eleven: Pro Evolution Soccer 2007** artificial intelligence will configure your tactics and team line-up accordingly.

Auto Settings: This option will suggest a formation, tactics and a first team that the **Winning Eleven: Pro Evolution Soccer 2007** AI believes is the best for your chosen squad.

Manual Settings: Provides access to the "classic" Formation Settings options, which enable you to configure every aspect of your team's tactics.

Disable Menu: Select this option to go straight to the Manual Settings screen on future visits to the Formation Settings page.

Manual Settings

Team Captain

Player Name and Status

Settings Menu

Current Formation



Red: Forwards **Green:** Midfielders **Blue:** Defenders **Yellow:** Goalie

Formation Settings

Changing the Status Display: Press **L** or **R** to switch through the different pages of the Status Display. These show player positions, stamina and condition, yellow and red cards, and set-piece takers. In Master League mode, or if you have the “Cumulative Fatigue” option active during league and cup competitions, an additional gauge will appear beneath the players’ Stamina bars as they participate in successive matches. As this gauge fills a player’s ability to regain stamina will be reduced, and they will become more susceptible to injury.

Special Icons: The following icons appear on Status Display pages to provide information on player condition and availability.

Injuries



Returning to Full Fitness



Severe Injury



Slight Injury



Injury Status Unclear

Unavailable



On International Duty



Suspended due to Cumulative Yellow Cards



Suspended due to a Red Card

Match Start/Exit

Select this option to begin (or return to) a match.

Change Player

This menu enables you to pick your team and substitutes. Select a highlighted player with **X**, and then choose the desired replacement and press **X** to implement the switch. Players in the first eleven are displayed in black text, substitutes in blue, and reserves in green.

Teamwork Display: Press **Y** to activate and deactivate the Teamwork diagram.

Auto Filter: Press **START** to automatically pick eligible and appropriate players to suit the current formation. Press **START** again to revert back to the original order.

Auto Select: Choose a player to be substituted and press **START** to automatically receive a suggested replacement.

Set Formation

Use the directional buttons to select your formation. Now pick one of the preset variants for each formation, and use **L** and **R** to activate and disable a sweeper system in defense. Finally, press **Y** to confirm your choice.

Formation Settings

Edit Position

Select a player, move his button icon with the directional button, and then press **X** to confirm his new position. Press **Y** with a player selected to change his specific role. It’s important to note that putting a player out of position can lead to invisible ability penalties, reflecting his unfamiliarity with that role.

Team

Strategy Plan A/Strategy Plan B: Use these options to configure additional formations that can be assigned to Manual Strategy buttons via the Strategy menu.

Team Strategy: Adjust the behavior of your defensive line to suit your playing style. Back Line is used to determine how deep (C) or high (A) up the pitch your defensive line will sit. The “Offside Trap” option is used to specify how often your defenders should push up to catch opposing players offside, from frequently (A) to rarely (C).

Attack/Defense: The Attack/Defense gauges appear at the bottom of the screen during a match and indicate a team’s current attitude, from defensive (blue) to attacking (red).

Manual: You manually change the Attack Level during a match.

Auto Defense: The AI adjusts the gauge towards defense only.

Semi Auto: The AI controls both attack and defense.

Auto-Attack: The AI adjusts the gauge towards attack only.

Full Auto: The AI assumes complete control of the Attack/Defense gauge.

Mark Settings: Select “Mark Key Player,” and the appropriate member of your team will mark the opposition’s most dangerous player. Select “Disengage marking” to undo this change.

Set Piece Taker: Choose players to take corners, free kicks and penalties. If you select “Auto Settings,” the AI will automatically pick these for you.

Select Captain: Use this to award the captain’s armband to a member of your first eleven.

Change Settings: The two options in this menu enable you to assign responsibility for player substitutions and positional changes to the AI.

Individual

Use this option to give each player specific instructions for the forthcoming match.

Attack: Assign up to two directional arrows to indicate runs a player should make while your team is in possession.

Defense: Adjust how actively the player will track back to defend. This can be set to "High," "Normal" or "Low."

Mark Settings: By default, all players in your team are assigned to zonal marking. Use this option to instruct a player to man-mark a specific member of the opposing team. Use the "Normal" or "Aggressive" settings to determine how closely your player should mark his opponent. Select "Disengage marking" to return to zonal marking. Sweepers cannot be given man-marking duties.

Edit Position: Change a player's position on the pitch.

Select Role: Pick a player's specific role

Data Management

Use this menu to store, save and load formation settings for future use.

Copy Formation: Copy formation data from one location to another.

Delete All Stock Data: Delete all formations temporarily saved in Stock Data.

Save Stock Data: Save the data held in Stock Data.

Load Stock Data: Load formation data stored on a memory Card.

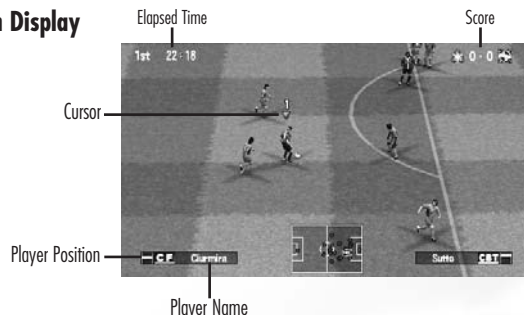
Copy Opponent Stock Data: Copy opponent's Stock Data into your own stock.

Exchange Stock Data: Exchange your own team's Stock Data with that of your opponent.

MATCH SCREENS

This section explains the various features and functions of screens you will encounter during a match.

Match Display



Attack/Defense Mindedness: This gauge indicates your team's current mentality. The redder the bar is, the more attacking the team will be; conversely, a blue bar indicates that a team is pulling back to defend.

Strategy Mark: Button symbols representing Manual Strategies appear in this area when active.

Stamina Gauge: Displays a player's current stamina. The gauge will turn red when stamina is dangerously low, indicating a drop in that player's performance.

Event Icons: The following symbols will appear in the top left-hand corner of the screen during matches.



Returning to the Match (No Injury):

A player is returning to the pitch with a clean bill of health.



Returning to the Match (Slight Injury):

A player is returning to the pitch, but is carrying an injury that will have an impact on his performance.



Not Returning to the Match (Due to Injury):

An injured player cannot return to the pitch, and must be substituted (if possible).



Indirect Free Kick:

An indirect free kick has been awarded.



Stoppage Time:

This indicates the game minutes of stoppage time that will be played.

The Replay Screen

This screen appears when a goal is scored, or if Replay is selected from the Pause Menu. The following table describes the controls at your disposal.

Option	Controller Commands
Play	Press or hold the directional button right.
Reverse Play	Press and hold the directional button left.
Pause	Press .
Fast Forward/Rewind	Hold , then press the right or left directional buttons.
Advance Frame/Rewind Frame	Hold , then press the right or left directional buttons.
Beginning of Reply/End of Replay	Hold then press L2 / Hold then press R2 .
Change View	Press .
Rotate Camera	Press L or R .
Zoom In/Zoom Out	Press directional button up to zoom in, and down to zoom out.
Save	Press .
Controls Display ON/OFF	Press .
End Replay	Press .

Pause Menu

Press during a match to display the Pause Menu.

Option	Description
Resume Match	Quit the Pause Menu and resume the match.
Formation Settings	Visit the Formation Settings Screen.
Stock this Formation	Stock the current formation. This is not displayed during Match, Cup and Random Selection Match game modes.
Set Piece Taker	Select the player(s) you wish to take your free kicks and throw-ins. If you select the option of having two kickers for your free kicks, you will need to select two players.
Change Player	Substitute players.
Player Settings	Access the Player Settings screen.
Sound Settings	Adjust audio options, including commentary frequency and assorted volume controls.
Camera Type	Change camera position in "Camera Type" or change what the camera follows — the ball or a specific player — in "Camera Target."
Screen Settings	Activate and deactivate screen displays, such as the radar, player name bar and stamina gauge.
Button Configuration	Change the in-game button assignments.
Command List	View a summary of the in-game controls.
Replay	Watch a replay of the action prior to pressing .
Quit Match	This will take you to the Mode Select Screen, or the Team Selection Screen.

PLAY MODES

Half Time Menu

At the end of the first half, the half time menu will be displayed. If extra time and/or penalties are selected, and if the game has no winner at the full time whistle, the half time menu will be displayed again.

Begin the second half/To Extra Time/To Penalties: Start the second half of the match, or continue on to extra time or penalties.

Formation Settings: Change your tactics and make substitutions.

Match Details: View match incidents and stats.

Individual Game Records: Study details on each player's performance.

To Mode Select Menu: Quit the current match and go to the Mode Select Screen.

Match Results

At the end of the match you can choose from the following options. Not all of these options appear in every play mode.

Play again with the same teams: Repeat the match with the same settings. If the "Home and Away" option is active during Exhibition matches, "Play Second Leg" will replace Play Again after the first fixture.

To Mode Select Menu: Return to the Mode Select screen.

Play again with different teams: Return to the Team Selection screen.

Match Details: View the statistics from the match, such as the number of shots and scorers. Press **L** or **R** to switch between screens.

Individual Game Records: View ratings and stats for each player's performance.

Play Modes

Match Mode: Use this mode to play individual matches against the CPU or a human competitor.

Exhibition: Play a one-off match against AI or human competitors.

Penalties: Play a penalty kicks competition.

League Mode: Select this mode to play in a single league over one season or more.

New Game/Load Data: Select New Game to create a competition, or Load Data to resume a previously saved game.

General Settings

The following options appear when you set up a new league.

Option	Description
League	Choose the required competition.
Season	With "International League," choose the duration of the season.
Eligible Teams	If you have selected "International League," you can choose from three team types — "National," "Club" and "All Teams."
Cup Matches During Season	Activate or disable each league's cup competition.
Number of Teams	Set the number of teams to participate in the league.
Number of Players	Set the number of players to participate in the league.
Accumulated Fatigue	Decide whether players will recoup full stamina between matches, or if fatigue will accumulate with successive matches.
Change General Settings	Enable or disable changes to the Game Settings during the season.

Select Team

First choose the team you want to control, and then pick the other teams that will play in the league. Press **Ⓢ** for a random selection.

Menu Screen

To Next Match: Proceed to the next match.

Set Formation: Pick your team and tactics (single-player games only).

Data: Check your match schedule and league position.

General Settings: Change or view current settings.

Save: Save current league progress.

To Mode Select Menu: Return to the Mode Select screen.

Cup Mode

This mode offers a wide range of configurable knockout competitions, from the epic 32-nation International Cup to smaller, user-designed tournaments with club teams.

Start New Game/Load Data/Load General Settings

Select Start New Game to begin a new cup competition and resume a saved competition with Load Data.

Game Settings

If you choose "New Game," decide on your Game Settings and select a team to lead to cup glory.

Option	Description
Cup	Select the cup you want to compete in.
Eligible Teams	If you select the Konami Cup, you can choose from "National," "Club" and "All Teams."
Competition Type	Choose from a Knockout or Group League format.
Home and Away	If you select Knockout, decide whether to play a single match or a two-leg match (home and away matches).
Group Name	If you select the Group League format, choose to have groups identified by letters or numbers.
Number of Teams	Set the number of teams to participate in the cup.
Number of Players	Set the number of players to participate in the cup.
Accumulated Fatigue	Decide whether you want players to recoup all of their energy between matches, or if you want fatigue to be cumulative over the whole cup competition.
Change General Settings	Decide whether or not to allow changes to the Game Settings during the cup competition.

Master League Mode

In this, the most absorbing and demanding of **Winning Eleven: Pro Evolution Soccer 2007's** single-player modes, you must choose a team and then lead it to success in league and cup competitions over an unlimited number of seasons. As well as generating revenue through success on the field and keeping your squad at peak fitness, you'll need to make astute forays into the transfer market and carefully nurture up-and-coming talent to transform your club into a dominant force in world football.

Getting Started

Option	Result
Game Level	Sets the quality of the AI teams during matches.
Master League Level	Determines the difficulty of the Master League. The higher this is set, the more difficult transfer negotiations will be. You will also lose the ability to view certain information displays.
ML Starting Points	Once you have purchased this option from the WE-Shop, you can choose the number of "WEN" points your club will start with.
Transfer Frequency	Determines how active other teams will be in the transfer market.
Hidden Players/Classics	Choose whether to allow players purchased at the WE-Shop to appear in Master League Mode.
Auto Save	Activate this if you want your progress to be automatically saved after each match.
Reset Prevention Function	If this option is active, abandoned matches will automatically count as a win for your opponent.
Uniform Selection	Activate this option if you wish to check and change kits before each match.
Lineup Auto Select	Sets whether the lineup is automatically selected or not.
Topics Display	Enable or disable occasional help and information displays.

Select Teams

Choose the team you wish to control, and the remaining teams will be selected automatically. You begin in Division 2. If you purchase the "ML League Structure" feature from the WE-Shop you can manually choose the clubs for each league, and even start in Division 1.

Basic Rules

Master League: This mode simulates a real-life soccer season. You play league matches, cup competitions, and can buy or sell players during two transfer windows (one mid-season, the other at the end of a year). When you win matches and perform well in competitions, you will be awarded "WEN" points — the Master League's in-game currency. These are used pay player salaries, and to buy new squad members.

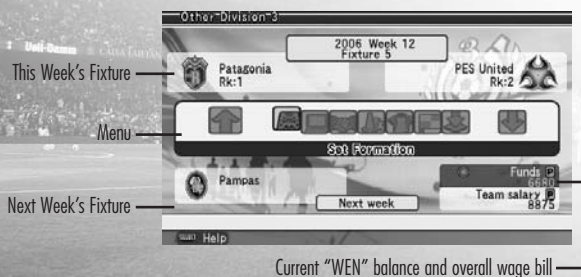
There are three situations that can lead to a Game Over situation:

Insufficient Funds to Pay Salaries: Player salaries are paid in a lump sum of "WEN" points on the last week of the season. If you don't have sufficient funds to pay your team, the game will end.

Your "WEN" Point Balance Falls Below Zero: Your will be taken immediately to the Game Over screen.

Squad Size Falls Below 16 Players: If your squad shrinks to 15 players or less due to player retirements and failed contract negotiations, the game will end.

Menu Screen



To Next Match/Week

Play the next match or, if no fixtures are scheduled, move on to the next week.

Negotiations

Visit this menu to buy and sell players during the mid-season and close-season transfer windows. Use "Search" to find players and assign possible targets to a shortlist, "List" to view those potential players, and "My Team" to respond to offers for your players and renegotiate contracts. You can also view information on other transfers and see a detailed forecast of your "WEN" earnings for the season.

Regulate Condition/Team Training

If your team is in poor condition (blue and/or gray arrows on the Status Display at the Formation Settings screen) you can choose the Regulate Condition option in an attempt to improve their fitness before a match. Be aware that this can backfire — sometimes, player condition levels will actually become worse after this workout.

During the close-season break, Regulate Condition is replaced by the Adjust Training and Auto Training options. The former enables you to choose one specific areas of training (such as Dribbling, Stamina or Defense) for each player, which will lead to a modest gain in experience points. Auto Training, as its name suggests, automates the process by assigning training regimes on your behalf. Finally, you can select Free Training at any time to play consequence-free practice matches between your first team and reserves.

General Settings

Revise and review Master League Game Settings.

Save

Record your Master League progress. You can also save your team here for future use in Exhibition matches.

To Mode Select Menu

Return to the Mode Select screen. Remember to save your game before you quit!

Transfer Negotiations

Buying and selling players is invariably the key to enjoying success in your Master League campaign. This section covers the basic use of the Negotiations menu, and also details certain rules and regulations that you should bear in mind.

Transfer Rules

- The two transfer windows are the mid-season (weeks 16-19) and close-season (weeks 37-43).
- You can carry out up to five negotiations per week.
- You cannot negotiate transfers if the resultant deal could increase the number of players in your team to more than 32, or reduce it to below 16.
- You cannot make offers for a player that is on loan.
- Contracts for players 32 years old and above are limited to two years. Contracts for players 35 years old and above are limited to 1 year. If the Player Development option is disabled at the Game Settings screen, contracts between one and five years can be offered to all players.

Buying a Player: A Step-By-Step Guide

1. Search for Players. The Negotiations menu has a wide variety of powerful and convenient player search options. If you are looking to pick up free transfers, select the Search By Group option and visit the Newcomers and Non-Affiliated lists to view available young players and free agents. You can also sign players created in Edit Mode on this page.

2. Review Search Results. With a list of potential transfers in front of you, use the left and right directional buttons to switch between the following displays:

Current Salary: How much a player earns per season at his current club or, with free agents, their estimated salary requirements.

Negotiation Difficulty: Master League Level settings are Very Easy/Easy/Normal/Hard/Very Hard. The higher the level of difficulty, the more likely it is that a player will accept an offer. You can study the Club Ranking of both your team and a transfer target's club to judge how likely he is to join you.

Development Status: Indicates at what point a player is in his personal development. The available development levels are  (player still improving),  (player at peak of ability) and  (player's abilities in decline). If the Player Development option is disabled, these arrows will not be displayed.

Additionally, you will often encounter the following icons next to player names. You cannot enter negotiations for players that are in talks with another club, renewing their contracts, or on loan.



Player is in transfer negotiations.



Player is on own team in transfer negotiations.



Player is in loan transfer negotiations.



Player is on own team in loan transfer negotiations.



Player is in trade negotiations.



Player is under contract renewal.



Player is in contract negotiations.



Player is on own team up for transfer.



Player is negotiating with another team.

3. Apply for Negotiations. Highlight the player you wish to bid for, press , and then select the required negotiation type.

Transfer: An agreed fee in "WEN" Points is paid to the other team once the transfer goes through.

Loan: "WEN" points are paid to a club in return for the loan of a player for a specified number of weeks.

Trade: Use this to propose player exchanges. You can also add additional "WEN" points to make a deal more attractive.

Renewal: Contract another season with a player whose contract has expired.

Contract: Offer contracts to unattached or created players.

4. Begin Talks. View and adjust the contract length, transfer fee and estimated salary for the targeted player. Select "Apply" to make your offer.

5. Player Response. The player will respond to your offer at the start of the following calendar week. If negotiations have stalled, return to step 3 to resume contract talks.

6. Transfer. Successful transfers take place immediately on acceptance of a contract. All transfer points will be paid straight away. If the deal takes place during the mid-season transfer window, you will also pay half of the player's annual salary immediately.

Selling Players

1. Receive Bid. If a team makes an offer for one of your players, you will receive the bid (and notification of its arrival) at the start of the week.

2. Discuss Terms. From the My Team screen, select the player under offer.

3. Respond. View the terms of the deal, then choose to Accept or Refuse. By default, the response will be set to Refuse.

Transfer Listing & Releasing Players

1. Select a Player. From the My Team screen, select a player.

2. Choose Action. Either place a player on the transfer list, which can increase the likelihood of other teams making a bid for him, or choose to release him. If you select the second option, you must pay the specified sum to settle the terms of his contract.

Contract Renewals

1. Check Terms. At the start of the close-season period (week 37), you will be notified of player contracts due to expire at the end of the season. Visit the My Team screen and select the relevant player(s) to study their contract length and salary demands.

2. Decide Course of Action. Choose to either “Renew” to make an offer, or “Decline” to allow the player to leave on a free transfer. Players may refuse your offers; simply continue negotiations when you reach the next calendar week. If a contract has not been agreed by the end of the season, the player will leave the club.

TRAINING MODE

Use this mode to practice basic controls, or to master advanced techniques.

Free Training

This option enables you to choose a team and play practice matches against up to eleven reserves.

General Settings

Option	Description
Fouls	Enable or disable fouls.
Offside	Enable or disable offside decisions.
G./C. Kick/Throw-in	Use this option to specify that free kicks, goal kicks and throw-ins be awarded to your team only.
Data Recording Interval	Set the gap between each recorded moment when using the Play Again Retry feature.
Play Again Button	Use this to assign the Play Again Retry function to  SELECT.

Pause Menu

Option	Description
Resume Training	Quit the Pause Menu and continue training.
Training Menu	Choose different training modes.
Play Again Retry	Use this option to move back in time and attempt a particular move, shot or trick again. If the ball goes out of play, this function will be reset.
Save Play Again Data	Records recent action so that it can be used with the Play Again Retry function. Again, this is reset when the ball goes out of play.
General Settings	Visit the General Settings screen.
Rest (Stamina Recovery)	Restore player stamina gauges and restart from the center circle.

EDIT MODE

This option enables you to customize the many teams and players featured in **Winning Eleven: Pro Evolution Soccer 2007**. You can even create your own original club. Use **SELECT** (look for the prompt at the bottom of the screen) to view more detailed instructions on how to use this mode's various options and features.

Edit Player: Create your own unique players, or edit existing players.

Register Player: Use this to transfer players between clubs, call up players to international squads and to assign players of your creation to teams of your choosing.

Edit Team: You can assign squad numbers here. This option is not available for certain licensed teams.

Edit Boots: Create new boot types that can be assigned to individuals via the Player Edit.

Edit League or Cup Name: Use this option to rename in-game competitions.

Save Data Management: This option enables you to load or save data, adjust Auto Save settings and import edit data.

WIRELESS

This software is for use with a WLAN (Adhoc mode). It is possible to play against other PSP® system players by using the Adhoc mode. This is not suitable for Internet based online gaming.

The following requirements must be fulfilled in order to enjoy Adhoc mode connected play:

- There is a PSP® (PlayStation®Portable) system in the surrounding area, which has the game running.
- Connected Gaming is enabled in the "WIRELESS" mode.
- Ensure the PSP® WLAN is switched ON before beginning Wireless gaming (Adhoc mode).
- If the distance between you and your opponent is further than the connected gaming connection range and the connection is lost during a Wireless game (Adhoc mode), play will automatically finish.

New Start/Data Load

When playing for the first time please select "New Start." When wireless data already exists please select "Data Load."

Create Player Data

When "New Start" is selected, the function changes to Wireless mode. However, it is not possible to start playing straight away. You must first compose the player data necessary to start playing.

1. Select "Player Data Creation" from the game menu.
2. The name entry screen is displayed. Please enter the player data name (5-12 letters).
3. Player data creation is complete. Please select "Start Match" or "Find Match" from the game menu.

*Use the keyboard displayed on screen to enter the "Player name." If unusable characters are entered a warning message will be displayed.

Wireless Mode

It is possible to start games and view results of games here. Make sure the PSP® WLAN switch is turned ON and select an item by using the directional buttons, and press **X** to confirm.

Viewing Player Data

Game results are displayed in the Player Data which to the right of the game menu.

Rank	As "Points" are gained, your rank improves.
Points	These build up as you win matches.
No. of Matches	The number of matches played.
Win Ratio	Your ratio of match wins.
No. of Wins	The number of matches you have won.
No. of Draws	The number of matches you have drawn.
No. of Losses	The number of matches you have lost.
Average Goals per Match	The average number of goals scored per game.
Average Goals Conceded	The average number of goals conceded per game.
Favorite Team	Your favorite team as selected in "Player Information."
Favorite Player	Your favorite player as selected in "Player Information."

Network Mode

Find Game

Use this to find games that have started in the surrounding area. Started games are automatically searched when "Find Game" is selected from the game menu.

Game Request

When a game host is in the surrounding area, the host list and player information is displayed. The settings of the game can be viewed by pressing **D**. A game request is sent by using the up and down buttons to select an opponent, and pressing **S**. The game starts if the host accepts the request.

Wireless Gaming Important Information

Please select your team and uniform, and configure your formations. A time limit is in place for "WIRELESS," which will advance to the next screen if the settings are not complete. Kick-off takes place when the settings are finished. In "WIRELESS" games, the number of mid-match pauses, along with the number of times a kicker can be selected for free kicks, are fixed. If this number is reached, it will no longer be possible to pause the game or select a particular kicker, so think carefully about when to use these options.

Additional information about the wireless functionality of Winning Eleven Pro Evolution Soccer 2007 can be found at www.konami.com

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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